SNS-6F-USA

DTMC™

The Adventures of Dr. Franken™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Package cover illustration by Bud Thon.

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The Adventures of Dr. Franken™

INTRODUCTION

Franky and his girlfriend Bitsy have decided to take a foreign vacation. Unfortunately, Bitsy does not have a passport. Not to be thwarted, our spare parts hero has devised a cunning plan. He dismantles Bitsy, packages up her parts and mails them to their vacation destination - New York City - with predictable results.

The combination of Franky's lack of brain cells and the incompetence of the Transylvanian post office has scattered Bitsy across the globe.

Throughout 20 locations around the globe, Franky must piece together the misdirected parcels containing parts of Bitsy or useful items, which are scattered into four parts at each location. However, time is of the essence; spend too long searching and Franky will suffer the consequences!

While on his travels, Franky may come across one of four bonus locations. In these, he may collect extra energy, points and lives.

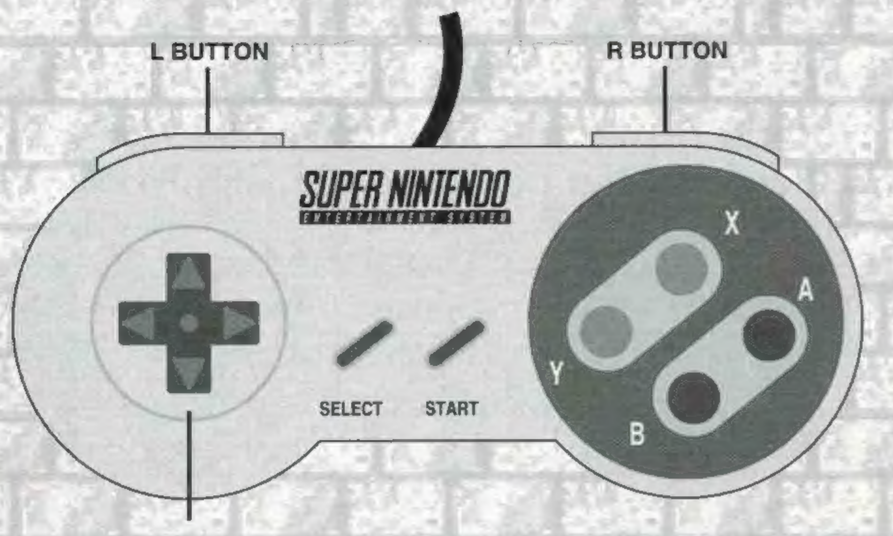
When Franky has retrieved all the missing pieces, he must travel back to Transylvania and reassemble Bitsy.

GETTING STARTED

Ensure the power to your SNES unit is turned **OFF**. Insert the Game Pak into your SNES unit and turn the power **ON**. After the DTMC logo and licensing screens have cleared, the Main Menu screen will scroll up on to the bottom half of the screen. Using the **UP** or **DOWN** buttons on the control pad, select the 'START GAME' option and confirm this by pressing the **START** button. After the 'PLAYER START' message has cleared, the Game Map screen is displayed. You begin in the Transylvanian castle of Von Frankenbone. Press the **START** button and the game begins with Franky in the center of the screen.

CONTROLLER OPTIONS

The Adventures of Dr. Franken is played using the following controller functions:



Control Pad:
Use **Left** and **Right** to direct Franky in the relevant direction. Use **Down** to crouch or hold **Down** and press the **B** button to allow Franky to drop off platforms.

Start Button:
This button pauses and unpauses the game.

Select Button:
Not used.

Y Button:
Press this button to kick to the left. This may be done on the ground or during a jump.

B Button:
Press this button to jump.

A Button:
Press this button to kick to the right. This may be done on the ground or during a jump.

X Button:
Press this button to do an overhead kick in the direction Franky is facing. During a jump, pressing this button makes Franky kick in the direction he is facing.

L Button:
Press this button to release a smart bomb in the direction Franky faces. This can also be done during a jump.

R Button:
Press this button to punch in the direction Franky faces. As Franky punches the air he creates a sonic wave of energy which can be used to stun attacking enemies.

PLAYER CONTROLS

Kick Control

The **Y**, **X** and **A** buttons are used to do the following kicks:

Kick Left

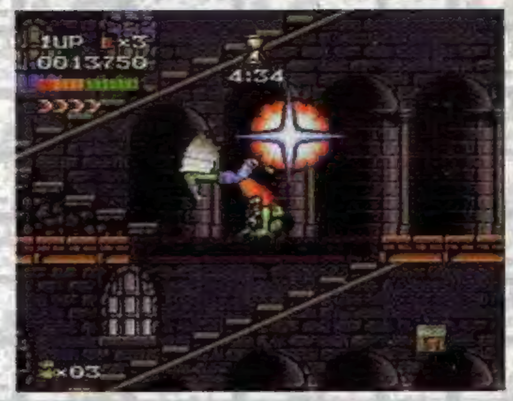
When Franky is stationary, press the **Y** button and Franky kicks towards the left. If Franky is running or facing towards the right and the **Y** button is pressed, he does a spinning kick to the right.

Kick Right

Franky kicks to the right using the **A** button in the same manner as explained above.

Overhead Kick

This can only be done while Franky is stationary, using the **X** button. If the **X** button is pressed while Franky is running or jumping, he performs a normal kick in the direction he is running.



Jump Control

When the **B** button is pressed, Franky begins to jump. The height of the jump is determined by the length of time the player holds down the **B** button. The jump does however have a maximum and minimum height limit.

Punch Control

When the **R** button is pressed, Franky uses his punch weapon. This has only limited range. If it hits an enemy, the enemy will be stunned. This is indicated by a flashing white outline.

Franky can do only four punches at any one time. After that, he must wait a while to recover.

Smart Bomb Control

Use the **L** button to unleash Franky's most powerful weapon. Any enemy caught in the path of the fiery thunderbolt will be destroyed. Smart bomb canisters are available on certain levels.

SCREEN DISPLAY

A: Player up display. Indicates player 1 or 2.
B: Smart Bomb display. Indicates the number Franky is carrying.
C: Score display.
D: Energy Bar. Indicates the amount of electrical energy Franky has. Red only indicates very little energy. The bar increases from left to right as Franky collects more energy, green indicating safe.
E: Punch Bar. Indicates the number of punches Franky can perform at the present time.
F: Timer. Indicates the amount of time left to complete the level.
G: Pause Mode.
H: The number of lives Franky has remaining.
I: The number of pieces (out of 4) collected on the current level.

GAME FEATURES

Bonus Icons

Throughout every level of the game Franky will come across bonus icons. These will aid Franky on his perilous mission. Some icons are instantly visible; others may appear at random. It's up to you to find them to survive.

Icon Description	Function	Points
1UP	1 Bonus life	10,000
Large Battery	3 Energy units	1,000
Small Battery	1 Energy unit	250
Smart Bomb	1 Smart Bomb	2,500
'P'oints	Bonus points	5,000
Shield Icon	Invincibility for 30 sec.	4,000
Super Jump	Super jumps for level	2,000

Map Screen

During his journey, Franky's progress is charted on the Map Screen. After you have completed a level, the location marker turns from red to blue. You can only visit levels indicated by the red line. Inaccessible levels are indicated by a small black circle. The final level is indicated by a black dot. It can only be accessed after visiting and completing all the other levels.
To navigate the map, use the control pad and select the current location by pressing the **B** button.

Parcel Pieces

To complete the 16 levels containing the sections of parcels, Franky will need to locate and collect 4 sections of each missing parcel. Some of the parcels contain bits of Bitsy. The others contain important items you will need to travel the world and put Bitsy back together again.

Packages containing pieces of Bitsy have the relevant piece of Bitsy drawn on the side. Most of the sections of the parcel are visible. Others will only appear when you are very close to them.

Packages containing items essential for the completion of your mission may also be visible or may be hidden, appearing at random.

Collected sections of the parcel flash momentarily, then appear in the bottom right hand corner of the screen. When all four sections have been collected, Franky must head towards the bobbing 'Exit' sign and leave the level.

Energy

You begin the first level (or any level after losing a life) with half of the maximum energy. Contact with any of the other enemy creatures will deplete this energy. Collect battery icons to restore Franky's energy level. Two sizes of battery icons exist.

The Franky Glow

Some of the locations Franky visits are dark and forbidding. Only his phosphorescent glow provides him with essential light. The light given off by Franky is proportional to the amount of energy he has. The more energy he has, the more light he gives off.

Timer

Each level is played against the clock. You must complete the level before the grains of time have slipped away; else you will lose a life.

Bonus Lives

As well as the extra bonus lives hidden within each level, one bonus life is also awarded for every 200,000 points accumulated.

IN-GAME PUZZLES

Some of the levels offer a straight-forward solution to gathering all the sections of the parcels. Others require a little thought:

Dockland Crane

Franky may control these cranes in order to reach inaccessible items. To control the crane, Franky must jump on a button. The crane then moves to a new position. No other buttons may be pressed while this is happening.

Moving Platforms

Some sections of the parcel may seem totally inaccessible. They may only be reached by lowering platforms or by raft. On such a level will be two levers. Both must be thrown in order for Franky to reach the parcel fragment.

Spring Boards

While traversing each new level, Franky may come across objects which are particularly springy. Continually bouncing on such an item increases the distance Franky can jump.

BONUS LEVELS

During Franky's travels he will come across 4 levels containing plenty of bonus goodies and very few enemy creatures, if any. There are NO parcels to collect on these levels. The Bonus Levels should be used purely to boost low energy, gain extra lives and increase your score. However, nothing comes that easy !!

HINTS N TIPS

1) Always keep a close eye on your Energy Bar. When Franky gets low on energy, it's time to tread carefully. Try not to run around; stand your ground and let the other enemy creatures come to you.
2) Bonus levels are identifiable by their lack of other enemy creatures. When you have found one, make sure you look for all the bonus lives before you leave it. You cannot return to a completed level.
3) When you start a new level, always keep an eye out for the bobbing 'Exit' sign.
4) Some of the hidden icons and section of parcels are just barely visible. If it hasn't popped up when you get to it, jump up and down to speed things up.
5) In general, hot and wet things are not very good for Franky!
6) On some of the levels lightning strikes and falling weights can be very hazardous to Franky's health. Don't hang around for too long in the same place!
7) The type of kick used to dispatch an enemy creature dictates the size of battery left behind!

NOTES

NOTES

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